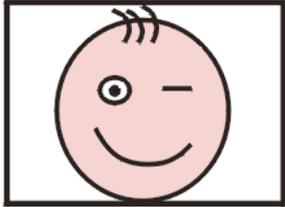### ECU - Extreme Close-up
The extreme close up is used to reveal very small details in the scene. It might be used to reveal horror in a subject (extreme close up of the subject's mouth as she/he screams). It might also be used in a mystery to show some detail that the detective picks up on or to show some small clue.
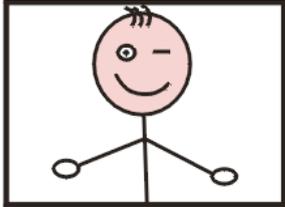
CU - Close Up
The close up shot is used to reveal detail. If you are shooting just the head and shoulders of a subject this is a close up.

Head and Shoulders
The head and shoulders shot is used in news broadcasts. If you think about the television news you will realize that this shot reveals enough detail to see the subject's lips move and the expression on her/his face.

Bust Shot
This shot shows your subject from above the knees to above the head. It is often used when the subject of the shot is doing something that requires the audience to see some detail.
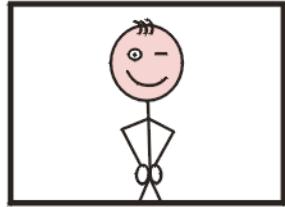
MS - Medium Shot
The medium shot is from just below the waist to above the head. There is more headroom than in the bust shot. This show is used if the person is animated with their hand movements, etc.
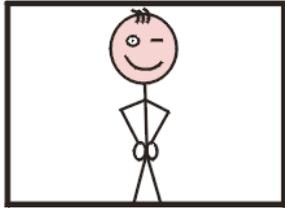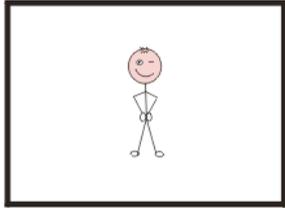
MLS - Medium Long Shot
Remember in this shot to not cut the person off at the knees. With this shot, you can still see expression on the person's face, while getting more information from what is going on around the person.
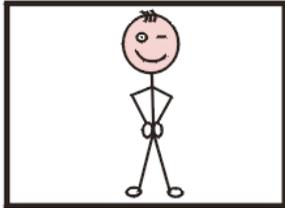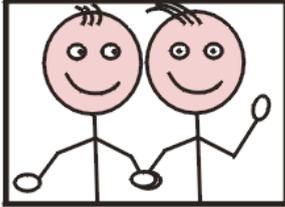
LS - Long Shot
This shot is useful for someone that is walking or moving.

ELS - Extra Long Shot
Also known as the Establish shot, this gives the viewer some perspective as to where the subject is. This is very important if the subject is moving to new locations or times. It lets the viewer know where the video is taking place.

2 Shot
Two-shots are composed when two people are in the scene and their interaction is important. A two-shot is a good way to introduce a conversation. From the introduction you might cut to an over the shoulder shot of one person talking or a close-up of the other person reacting to what is being said.

http://www.saskschools.ca/curr_content/cpt/projects/welcomeassignment/typesshots/typesshots.html